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ISSUE 4 FEBRUARY 1992

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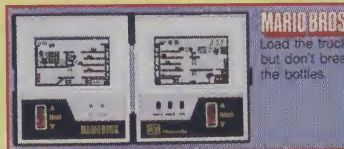


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## GAMES ON THE GO!

### 6 NINJA GAIDEN

Hiiiiyaaaa! This grand Ninja beat 'em up powers its way onto the Game Gear, and we're there for another Exclusive **GO!** Review. Hot or wot?

### 8 ROBOTRON 2084

Williams' classic blasting coin-op touches down on your Atari Lynx. Is it anywhere near as good as the arcade original? There's only one place you'll find out - right here in **GO!**

### 9 NAVY SEALS

Put on your wetsuit and prepare for guns 'n' water laffs on the Gameboy courtesy of Ocean as we turn in yet another Exclusive **GO!** Review. Yes, we can eat three Weetabix at once!

### 12 TERMINATOR II

Hurrah! One of the greatest movies ever struts its stuff on the Gameboy, and **GO!** scoops the world for still another Exclusive Review! Want to know everything about this top blast? We have detailed files...

### 14 BUGS BUNNY

What's up, Doc? Everybody's favourite carrot cruncher goes a-duckin' and a-divin' on your Gameboy, and dang nabbit if we don't grab him by the ears for an Exclusive **GO!** Review. Amazing!

### 16 ROBOCOP SPECIAL!

He's big, he's hard, he's Robocop - and now he's got TWO games on the Gameboy! Naturally we grab 'em both to give 'em the full **GO!** workout. Just remember, stay out of trouble!

So, what did you get for Christmas? A brand new hand-held console? Some spanky new games? Welcome to Britain's one and only hand-held games magazine - stuffed to the brim with absolutely everything you need to know!

By now you'll have discovered how utterly brilliant hand-holds really are, and gaming on the go just gets better and better - with some utterly superb new titles in the pipeline. Just check the contents of this very issue and be utterly gobsmacked by all the stuff contained herein!

And best of all, **GO!** is still completely and utterly FREE. It doesn't cost a penny, not even half a penny, not even the smallest chink off the corner of a pee. Not a thing. Amazing, eh? You get all the hottest games in the entire world right here, and it doesn't cost a brass farthing. Well, Santa's not the only boy who can give things away - we do it every month! See you next ish...

**TIM BOONE**



### 20 GALAGA 91

Deep space shoot 'em up action's the order of the day on your Game Gear. How does this arcade blast fare under the watchful eye of **GO!**? Tune in and check it out!

### 21 HARD DRIVIN'

The great 3D arcade driving sim gets into gear on your Lynx and we grab hold of this hot cart for a bit of a test drive and the full **GO!** Review. If it's hot it's here.

## IT'S GOTTA BE GOOD TO GET INTO GO!

EDITOR: Tim Boone DESIGN AND LAYOUT: Gary Harrod  
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# NEWS

## SO WHAT DO YOU GET?

Not a lot, really. The TV Tuner comes in a box containing a rather basic 64-page manual, 70 per cent of which is in a variety of foreign languages. Don't throw away the packaging yet, though, because nestled snugly inside the cardboard is a steel stand which slots onto the back of your Game Gear, allowing you to prop your machine on the table at the exact angle for perfect viewing!



## GAME GEAR TV TUNER

It's here! Sega have finally released the most exciting add-on for the Game Gear - the TV Tuner Adaptor! Unplug the game cartridge, insert the tuner into the slot, switch on and - hey presto! - your portable games machine is instantly transformed into a full-colour hand-held telly! "Cor" you may think, "I can play games AND watch Rainbow now!". But is it as good as the hype? Do you really need it? Or is it just an expensive gimmick which will find itself filling that small space at the back of your wardrobe?



## DOES IT WORK?

It works surprisingly well, with very good picture quality (after you've fiddled about with the aerial - don't hit that passing plane with it!). There's still that nasty bright line across the centre of the Game Gear's cheapie LCD screen, but it isn't as bad as when playing a game. As for sound, again, not bad at all. A bit tinny, but clear and listenable.



## SO WHAT'S THE VERDICT?

Nice idea, shame about the price. Seventy-five quid is asking far too much for what is a relatively simple piece of electronics. Was it about £50, the TV Tuner Adaptor would be quite a worthwhile buy if you're really into telly and can't bear missing the kid's proggies 'cos you've got a detention - as it is, it's just too costly to warrant purchase.



▲ See Erika and a host of other stars when you use the TV Tuner adaptor!

## WHAT DOES IT COST?

Ah, now here's the snag. The Game Gear TV Tuner Adaptor will set you back a hefty £74.99 - expensive, considering you can buy a stand-alone hand-held telly for about a tenner more than that. Still, Sega have been known to slash prices soon after official release of their products.



## WHAT'S ON THE TUNER?

An enormously long aerial for starters! Measuring over three feet, there should be little problem picking up your favourite programme - slightly longer and you could probably receive BSkyB! A VHF/UHF switch sits on the top of the unit - a bit of a waste of time as you can only receive UHF transmissions in Britain - and there are colour and tuning controls on either side of the tuner.







## I'D BUY THAT FOR A TENNER!

Dear **GO!**,

Having bought your stonkingly good, excellent, superb, most fun-packed and totally mega-awesome magazine ever, I decided to write you some fan-mail. Your magazine is best for reviews, best for information, best for games adverts, best for reading and best for value - I think your magazine should be £10 at least!

I've read other console mags and believe me, they're total and utter garbage compared to **GO!**. I'm already looking forward to the next issue of **GO!**. People are privileged to read a magazine like **GO!**.

DEREK LAMBERT,  
Glasgow, Scotland

£10 for **GO!** And we thought the Scottish were supposed to be careful with their cash! Nice to hear you're happy with the mag though - check out forthcoming issues for some absolutely amazing exclusives!

## SO MUCH FOR NOWT!

Dear **GO!**,

I am pleased to have got **GO!** in my November issue of CVG even though I do not own a hand-held (apart from CVG). I like the selection, from Bart Simpson to basketball; however, I think that it gives too much information about the Game Boy and not enough about the Game Gear and other hand-helds. All in all, though, I think that you have done very well to fit so much into such a small space.

Oh, and I like the look of Terminator 2. With all that action I just cannot wait for it to come out, so that I can play it on my mate's Game Boy.

I hope you do well with **GO!**

TIM MUSTOE,  
Cheltenham, Glos

What do you mean, not enough about other hand-helds? We've got two fab Game Gear Reviews, A massive **GO!** Lowdown on the PC Engine GT and oodles of Lynx stuff for you to wade through - and that's just in this issue! And, if you're interested in T2, toddle yourself off to page 16 - where we've got the EXCLUSIVE Review on this brilliant Arnie blaster!

The letters have been tumbling through the **GO!** letterbox during the past month! Most of them have made us all blush 'cos they say how good they are, but a few have including some quite interesting points. Already there seems to be a quiet war building between Game Boy and Game Gear freaks - could spark into something quite nasty. Both camps have had a couple of words to say about "snobby" Lynx and GT owners too. Don't just lie there - hit back!

## MAILBAG

Got a question to ask, a point to make or a dry witticism to unleash? Write it down, insert it into an envelope and send it to: GET THOSE LEGS UP POSTIE 'COS I WANT TO GET TO **GO!** MAILBAG FASTER THAN THIS OK!, **GO!**, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll be giving away one of the top hand-helds to the sender of the star letter - so flood us with your prose NOW!

## WHO DRAWS THE HANDROID?

Dear **GO!**,

I always thought that CVG was the best mag on the planet, but this one is certainly a close contender. I think it is brilliant; the reviews are good and informative and it's also in colour - but best of all, it's free! I will never stop buying CVG now!! I love the little robot who holds up the scores; I think that he should have his own comic strip. By the way, who draws him?

SCOTT GATON,  
Redruth, Cornwall

**GO!**'s metallic scorelord is the brainchild of Art Editor and Kick Off sad-man, Gary Harrod, who works his magic with a handful of Crayolas each month to bring him and, indeed, the rest of **GO!** bursting into life. On the subject of a comic strip - who knows? Perhaps Marvel or DC Comics will be knocking on our door in the future!

## WHY NOT TRY THIS...

Dear **GO!**,

I'm in the market for a hand-held games machine, so I was particularly pleased to spot **GO!** I think it's a great idea. Here are a few of my comments/suggestions which you may, or may not, be interested in.

1. How about a comparison of the hand-helds (resolution, sound, memory etc) for those of us new to portables, to help us with our purchasing decisions?
2. The clarity of your Game Boy screenshots could be improved.
3. Perhaps you could show hand-held top scores and sales charts in **GO!** rather than CVG.
4. The News and Reviews sections are very good.
5. How about listings of your, say, five favourite games on each hand-held. Again, useful when deciding which games to buy.

I still haven't decided which hand-held to go for, but your mag has certainly gotten me crappingly moist!

H L PANG,  
Hove, E Sussex



# NINJA GAIDEN

Pity your poor brother. He never stuck at his ninja training like you did and, when evil forces arrived to take over your land, he was one of the first to be killed. Now, you can't just allow marauding nasties to nonchalantly bump off close family members so, donning your ninja suit and grabbing your sword, off you go to sort out those creeps before they turn on you.

Cut a swathe through four levels of running, jumping, ass-kicking antics, going from woodland to the city and beyond in order to avenge your brother's death. Collect bonus items and extra weapons along the way and make sure you're fit enough at the end of each stage to take on the powerful boss lying in wait.

**GAMEGEAR - £24.00**

▲ *Ooh, that petrol bomb could cause some nasty chafing if you don't get out of its way.*

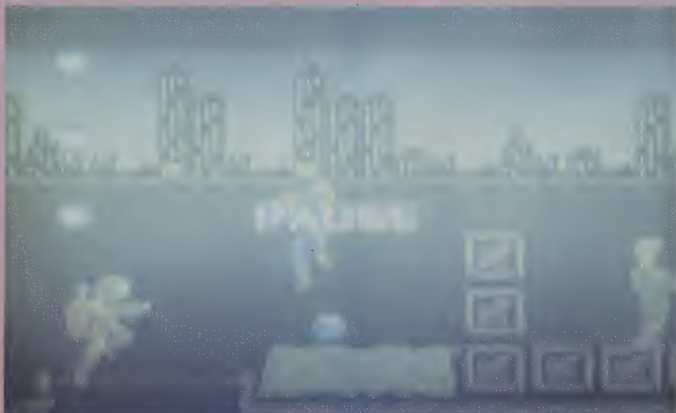
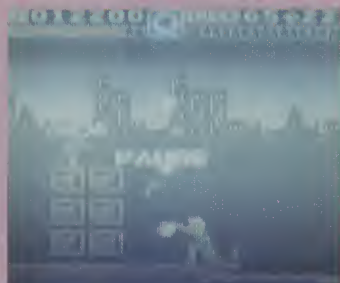


## WORRA LORRA WEAPONS

That smart sword which you begin with is great for close combat, but not so hot if the enemy's keeping well away. Which is when those collectible weapons come in very handy. Choose from shurikens, boomerangs, death-rings and three-way fire; each one lethal if they come into contact with a nasty!

## CRACK ON WITH THE CODE

Want to come back to level three later in the day but don't want to leave the Game Gear switched on? Just enter the password! When you lose all your lives, you'll receive a special code for the stage which you reached - enter that code at the start of the game and you'll be instantly transported to that particular area!



▲ This 'ard ninj quick



## GAIDEN'S GHASTLY GUARDIANS

Reach the end of each stage and you're greeted with a big 'n' hard guard to do over. Beat up a fat guy with a baseball bat on level one, then kick in a handful of fellers peering out of portholes in stage two. A bearded wrinkly with a machine gun is your adversary at the end of the third level, while stage four pits you against a yellow devil on a flying carpet!

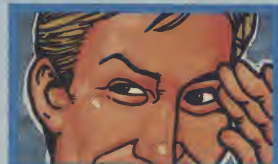


Ninja Gaiden is completely different to the other versions. It has more in common with Shinobi than I expected and very good it is too! Fast, attractive and very noisy. The only niggle is the small number of levels, but it still ranks as the second best beat 'em up on the Game Gear.

**FRANK O'CONNOR**

▲ Dodge the falling plants on the Skyscraper level.

▲ Whatever he's saying, he doesn't look overly pleased...



Fighting fiends will find their fill of fun in the form of Ninja Gaiden. Don't expect anything new or ground-breaking, but do get ready for some quite hectic beat 'em up action. The game may get rather tiresome in the long-term due to the fact that there are only four levels and the password system means you don't have to play each level, but all in all a game recommended to all you ninja warriors out there.

**PAUL RAND**

## MORE NINJA MALARKEY

If you're into the whole 'ninja' thing, Gaiden isn't the only one of its kind available on Game Gear. Go Shinobi is a multi-level game and will take up about the same time as Gaiden, with a similar plot and a really tough challenge. Certainly one of the best games you can buy for the G-G.

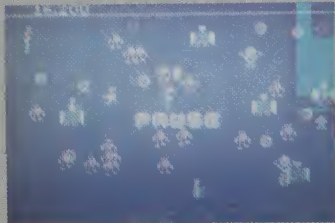
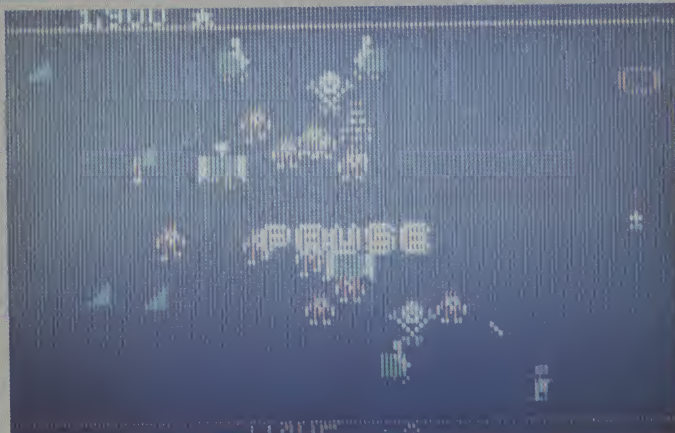




# ROBOTRON 2084

The year is 2084, and we're all in a bit of bother. The thing is, mankind got all clever and perfected the ultimate species - the Robotrons. Implanted with infallible logic, it doesn't take these metal beasts long to work out that mankind is a waste of space and it's about time they were all wiped out. Luckily mankind has one secret weapon: a genetic freak with superhuman powers and capable of beating the Robotrons at their own game of big-time death and destruction. That's you by the way, so go to it and kick some metal ass!

**LYNX - £29.00**



## I'M OUT OF CONTROL!

The aim of the game is to control your boyo around the playfield, avoiding all contact with the enemy. Scattered around the screen you'll find helpless humans - rescue them and start racking up those bonus points! Complete the screen by destroying all the Robotrons and take a quick breather while you enjoy a quick multicolour jamboree before the whole things starts over again, with more bad guys to dish death to! That's life, eh?

## ROBOTRON - THE LEGEND

For those sad thickies who don't know any better, Robotron started life as a totally skill arcade game from those chillin' dudes at Williams. It was written by the unbelievably talented Eugene Jarvis, the genius behind some of the greatest arcade games ever - *Defender*, *StarGate* and *Joust*. In it's day, Robotron broke new boundaries in manic gameplay, forcing players to stuff coin after coin into the slot to top that high score. There was nothing like the adrenaline rush you got from games like this, and even today the sheer excitement of these early blasters is still hard to match!

## BLOW 'EM TO BITS

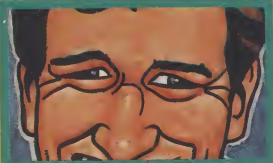
Get ready for some wholesale slaughter, 'cos Robotron involves plenty of chillin', skillin' and killin' - lots of killin' in fact! Wave after wave of Robotrons home in through screen after screen of action. They increase in numbers too, and you're gonna need to be quick on the trigger to see off these bad boys. Your man always starts at the centre of the screen ('cos that's how hard he is) and appears once the Robotron enemies have been created. You're given a split second to get your bearings before the fun starts, and those Robos just keep on coming!

## THANKS...

...to Console Concepts (0782 712759) for the review cartridge.

## GIVE IT SOME STICK

Sadly the Lynx can't hold anything even remotely similar to the two joysticks of the arcade original, which means you have to make do with direction controller and fire button. This can a right pain in the butt if you're used to the old control method - one stick for movement the other for firing - and you man can take absolutely ages swinging his gun round for a blast in the right direction. Oh well, you can't have it all - this is a hand-held and not an arcade machine after all!



Robotron was an absolute cracker of an arcade blast, and we were all expecting great things from the Lynx conversion. By and large it's spot on, but the fiddly control method lets the whole thing down. Nevertheless the game is well decent and certainly worth a look.

**TIM BOONE**





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# GO! LOWDOWN

Which is the best hand-held machine ever to grace the palms of games freaks everywhere? Is it the Gameboy, the Game Gear or the Lynx? For the last three issues we've been telling you all about 'em - and now it's the turn of the PC Engine GT. Does the little Engine have what it takes to win an edge over all the others? TIM BOONE takes this little baby to pieces...

## SO WHAT'S A GT THEN?

Basically, the Graphics Turbo is a hand-held PC Engine in a shiny black box with a high-quality screen and stereo sound thrown in for good measure. It's made by NEC, the Japanese company responsible for some outrageously high-quality kit and it costs a bit as well. The basic unit, with a free game thrown in, will set you back a cool £250. That's an awful lot of cash, so does the machine measure up?

## YOU GETS WHAT YOU PAYS FOR



## GAMES ON THE GT

Quite simply, you can play any game ever released for the original Engine on the GT hand-held - because the game cards it takes are exactly the same! This opens up a massive library of goodies up for grabs, including some of the greatest games ever to grace any console. Grey importers such as Console Concepts have a huge back catalogue of topper titles, and if the PC Engine is ever officially launched in this country (plenty of rumours say it will!) a wide distribution network of fab games should open up for all and sundry.

# PC ENGINE

# GT

Slightly larger than the other hand holds (although not as vast as the original Lynx!) the GT has been carefully designed to sit as comfortably as possible in two hands. It's also a fairly lightweight machine, easy to carry with six A4 batteries stuffed inside. Together with the standard direction controllers, two fire buttons, Run and Select (just like the console's joypad) this really is a PC Engine in the palm of your hands!

The screen sits inside a recessed cover (presumably to help avoid scratching) and standard PC Engine game cards slot neatly into the back. Screen quality is probably the highest you'll find on a hand-held, and early worries over headaches induced by screen blurr have turned out a complete myth.

The machine carries brightness and volume controls, an ear socket for stereo sound and a TV tuner port which allows you to turn your GT into a little telly. Unfortunately, this attachment won't work in Britain unless the machine's officially launched here, which could be sooner rather than later!

## THANKS...

...to good old Console Concepts for the GT used in this Lowdown. Phone 'em on 0782 712759 for more PC Engine details



## CAN

The PC power doctor the sta custom the rea With th produc succee the ma countr biz - an With th arcade only w but it e Fried C best up everyth



## THE ALL-TIME GREATEST GAMES



Here's a quick list of my all-time PC Engine faves which, incidentally, happen to coincide with most other people's as well! These are the games you just can't afford to do without:

**R-Type:** Irem's 'orrible aliens classic is one of the greatest shoot 'em up coin-ops ever, and this is the best conversion on any machine. Buy this and play an arcade in the palm of your hand.

**Gunhed:** A fabulous original shoot 'em up on the engine, with so much going on you won't just won't believe it's possible on an 8-bit machine.

**Devil Crash:** The best computer game version of pinball you can get your hands on - but don't buy it if you scare easy!

**PC Kid II:** One of my all-time fave raves. Definitely inspired by Mario and intended as a big competitor, some aspects of the game even blow the Italian plumber out of the water. Superb.

**Gradius:** The latest in a long line of brill shooters on the Engine, this coin-op conversion is just the biz. It's the arcade game - nothing more and certainly nothing less!

## CAN IT MOVE OR WHAT?

The PC Engine is capable of some serious processing power, thanks to a the very clever use of some heavily doctored internal chips. NEC have made radical alterations to the standard 6502 CPU and included a 16-bit video chip, customising both for the Engine to kick-start the machine into the realms of arcade quality games.

With the original PC Engine, NEC's aim was always to produce an arcade quality machine in the home. They succeeded - and even though you don't hear too much about the machine because it was never officially launched in this country, there's a hard core of Engineers who reckon it's the biz - and yours truly's one of 'em!

With the arrival of the GT, NEC have produced a virtual arcade in the palm of your hand - but the costs are high. Not only will the actual machine set you back an arm and a leg, but it eats up batteries like Paul Rand gets through Kentucky Fried Chicken. Six A4s will only last a few hours, so you're best up investing in a power supply and using that for everything except gaming on the GO!



## SO WHAT'S THE VERDICT

For my money the PC Engine GT is undisputed king of the hand-holds. Technically, only the Lynx has a slight edge over this wonder machine - but the original's vast stable of games keeps the GT's crown well and truly in place. It's the same old story - if you want the best you've got to pay, but if cash is no object then this is the one to go for!



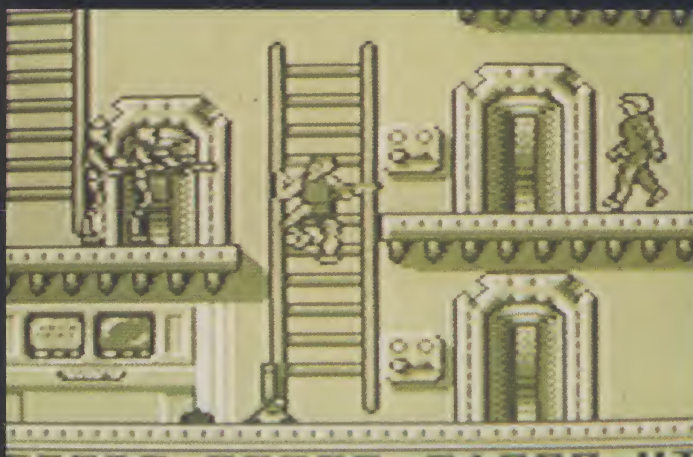


# TERMINATOR 2 JUDGMENT DAY

The first Terminator - sent back in time to the year 1984 to destroy the mother of rebel leader John Connor - failed in its mission when Sarah Connor crushed it in a hydraulic press. Skynet, however, managed to send through a second cyborg, a prototype model 1000, with a new objective - to strike at John as a child.

The resistance learned of the plan and sent a reprogrammed Terminator unit through the time machine before it was destroyed. Its new program told it to guard young John from the T-1000. Become The Terminator in a multi-level conversion of the smash-hit movie starring Arnold Schwarzenegger and take on the T-1000 without getting yourself or John terminated. No problemo.

**GAMEBOY - £TBA**



## FIGHTING IN THE FUTURE

T2 - The Game begins at a point before the start of the film. Controlling John Connor, you must run across the charred landscape, shutting down reactors which control the shield protecting the Terminator Production Plant. As you'd expect, the playing area is swarming with Endoskeletons and Hunter Killers, with a giant, ground-based HK to destroy at the end of the stage; not an easy task, even for a hero like John!

▲ *Cripes, more action than you can shake your stick at...*



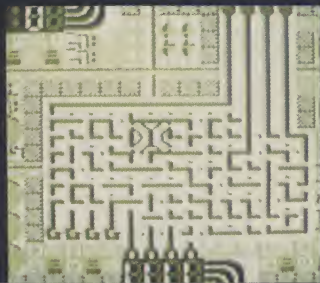
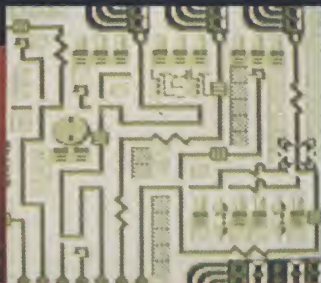
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## MAKE YOUR OWN ARNIE

Level three sees John Connor attempting to reprogram a Terminator, in order to protect his teenage self when sent back in time. The player sees a jumbled collection of wires which need to be correctly pieced together so that, when power begins to flow, the digital readout at the top of the screen shows four zeros. Not only must the correct connections be made within a time limit, but the current must also reach the digital display within a set number of seconds, or else it's all over for John, the rebellion - the entire planet. Oh yeah, almost forgot; you'll have to go through this three times in succession, each time more difficult than before!



We've all been waiting for a really good Terminator 2 game for ages and ages, and here it is on the Gameboy courtesy of Acclaim! With fab graphics, cool sound and totally wicked gameplay, this has got to go to the top of your list for a brill Gameboy blaster and a half! Highly recommended.

**TIM BOONE**



## REVIEW

### PROGRESS TO THE PRESENT

Successfully program a Terminator and the action moves to the present day, with you controlling the T-800 through a number of levels based upon scenes from the movie. In level four, for instance, you're on a Harley Davidson, rescuing young John Connor from the T-1000 who is at the wheel of a juggernaut, while the following stage calls for Arnie to track down the CPU and arm of the original Terminator inside the Cyberdyne Systems building, at the same time avoiding the attentions of police and security guards with the help of a shotgun and a huge mini-gun!



Acclaim really could have knocked out any old rubbish with a T2 logo slapped on the box and it would have sold by the skipload. But don't worry, because Terminator 2 - Judgment Day is simply superb. Classy graphics (there's even a hint of parallax on level two!) are accompanied by some stunning music and, most importantly, a shockingly good, fiendishly difficult game. A Game Boy title worthy of its license, T2 will bring smiles to the faces of Arnie fans everywhere.

**PAUL RAND**



▲ Just look at the guns on that!



## BUGS BUNNY CRAZY CASTLE

Oh no! Cheesed out with his "What's up Doc?" catchphrase, all the Merry Melodies characters have ganged up on our Bugs and bunged him in a big castle! Doomed to eternal solitude, our heroic hare needs to come up with a plan to escape - fast. And come up with a swift answer to his problem he does. You see, those silly cartoons have gone and left all the door keys lying around each level, and all Bugs has to do is charge around, picking them up. Think it's going to be simple? Naaaaah!

**GAMEBOY - £24.00**



### THANKS...

...to Console Concepts  
(0782 712759) for the review  
cartridge.



Wicked! If you already own Mickey Mouse on the Game Boy, don't bother with this 'cos it's the same game - but Game Boy newcomers will be dead impressed! It starts easy but gets incredibly difficult, remaining highly addictive throughout. Hurrah for Bugs!

**PAUL RAND**



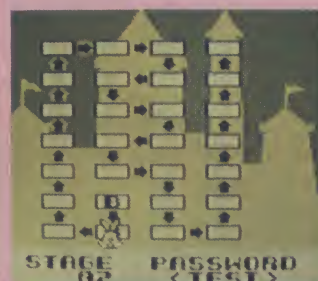
### BUGS IS MICKEY - OFFICIAL!

Bugs Bunny actually started life in Japan as Mickey Mouse! Due to some strange licensing agreement or whatever, Mr Mouse appears in the Land of the Rising Sun, whilst European game paks feature Warner's lop-eared lepus. Those crazy guys, huh?



### LOTS OF LOONY 'TOONS!

Most of your fave cartoon characters feature in Bugs Bunny, and they're all out to get you - even some which you wouldn't normally associate with violence! Sylvester, Foghorn Leghorn and Yosemite Sam make an appearance, along with a massive Tweety Pie!



### THAT'S FUNNY, BUNNY...

Whaddya call a rabbit with a machine gun? Sir. Whaddya call the same rabbit with ear muffs on? Anything you like - he can't hear you. Whaddya call two crap rabbit jokes one after the other? A waste of space.



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# YOU WANT THE BEST?



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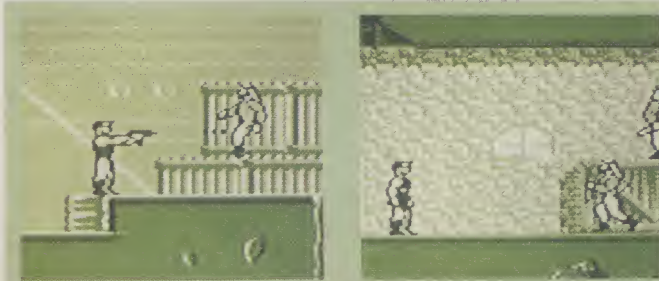
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# NAVY SEALS



## SNIPING AT THE ENEMY

One of your Seal team is a sniper, who comes in very handy if you're being overpowered by enemies - just press SELECT and he'll wipe out all the terrorists on the screen. The sniper can only be called upon twice during the game, unless you find extra calls during your mission.

When Beirut terrorists capture a downed helicopter crew and hold them to ransom, there's only one course of action to take - send in the Seals! Specialists in Sea, Air and Land operations, the SEALs must not only find and retrieve the chopper pilots, but also track down a consignment of stolen Stinger missiles which the terrorists plan to use against Western targets.

Based upon the movie starring Charlie Sheen, Navy Seals casts the player as one of these highly-trained war machines, fighting through various levels of airborne, air and sea-based combat. Collect weapons and other items to assist you in your mission; just make sure it's a success.

**GAMEBOY - £24.00**



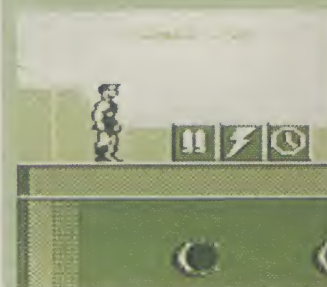
## SEAL-LIKE STAGES

Navy Seals consists of five levels, four of which can be practiced in any order. After landing at a Beirut harbour, your Seals must search the vicinity for the terrorist hideout. From there, storm the hideout and liberate the helicopter crew. Then it's a short hop over water to take over a refugee ship being used to transport stolen Stinger missiles. Once the missiles have been found, battle against the terrorists through the streets of Beirut and find an informant, who tells you the location of a terrorist hideout in the city itself - blow it up and you win. Easy!

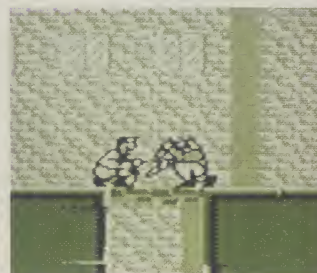


Navy Seals won't win any prizes for originality, but it could receive a couple of honourable mentions for being a generally fun shoot 'em up. Sprites and backdrops are basic but work well and there's some smart animation when the Seal swings onto a platform. Not the most innovative game, but certainly a challenge.

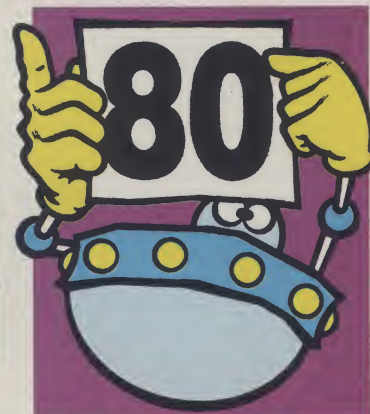
**PAUL RAND**



★ He's tough, He's hard, He's a Navy Seal!



★ Hang onto your hat, here's trouble...



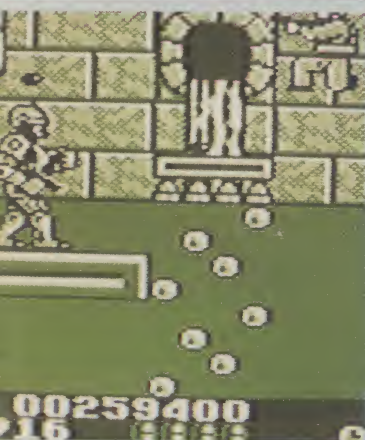


# REVIEW

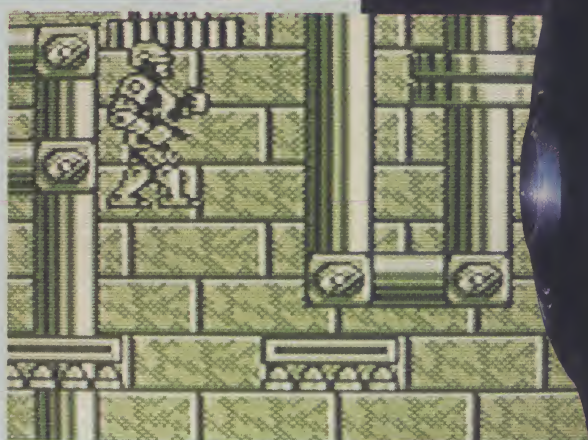
Old Detroit is in turmoil. What with the rebuilding of the entire city and the industrial action being staged by the police, crime is at an unprecedented high. Drugs are the current hot potato - the city is being flooded with the deadly narcotic Nuke, peddled by the self-proclaimed messiah, Cain. Only one police officer is on the beat; but this ain't no ordinary cop. This is Officer Alex Murphy. Robocop.

You are the future of law enforcement, taking on the organised crime network in an all-out battle of good versus evil. Go up against gang members, ED-209 units and Cain himself to secure peace and stability in Detroit. If one cop can do it, it's Robocop.

**GAMEBOY - £24.00**



▲ Don't fall into the water, Robo!



## SERVE THE PUBLIC TRUST

Reach levels three and eight and the shoot 'em up action switches to a sliding-block puzzle game. In the first, Robocop must reconstruct an image of the family he had when he was ordinary police officer Alex Murphy, while the second sees the boy Robo attempting to identify Cain's robotic ninja guardians.



▲ Robo's going to get his nuts fried by that laser. And his bolts, too.

## UPHOLD THE LAW

Robocop can mix it with the worst of 'em down Detroit way, either with his OCP-issue gun or, if he's close enough to a baddy, his steel fists. At the end of a level, the percentage of enemies apprehended is shown and, if OCP decides you haven't done enough, you're sent back to the start of the stage to try again. Life's tough if you're the future of law enforcement.

# ROBOCOP



▲ "What was that you said about my mother, creep?"



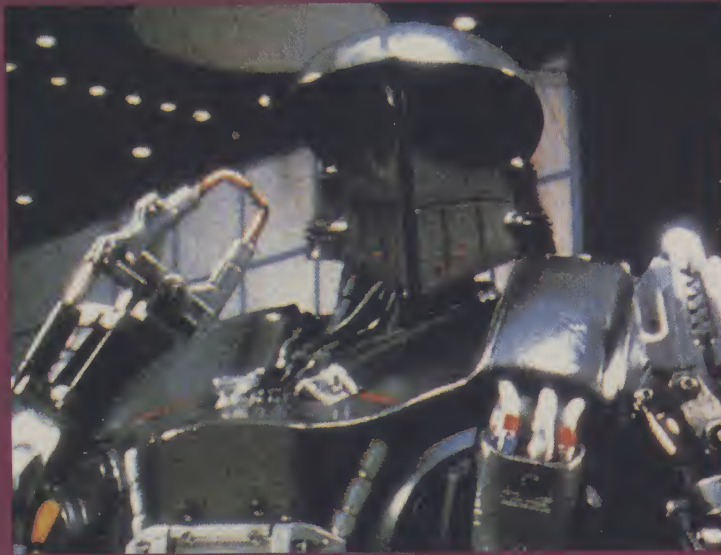
Robo 2 is the business on the Gameboy! looking very BIG our hero stomps around the screen inflicting some serious damage on all and sundry in this highly playable game. Well done Ocean, 'cos this is one helluva good film license!

**TIM BOONE**

A RoboCop amount meansies RoboCop. The first in the le firing his

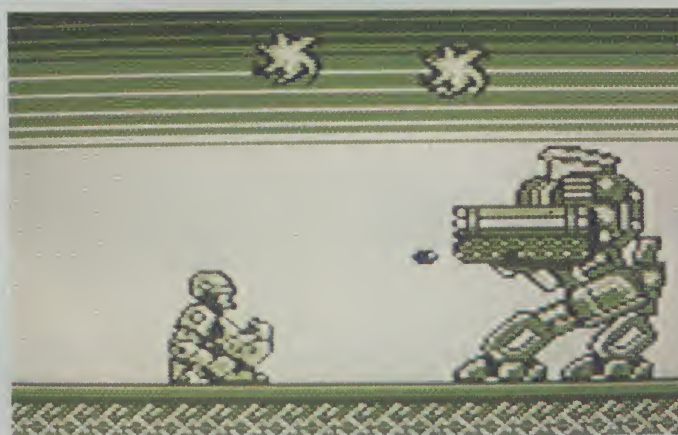


## ROBOCOP 2



Shoot 'em up merchants will love Robocop 2. It's not easy, by any means, and there's a large amount of levels to plough through - fifteen in all. The two sliding-block puzzle games are a tad on the dull side (not to mention practically impossible within the minuscule time limit!), but the gun-totin' action more than makes up for that poor pair. Music is excellent and graphics are big, hard and chunky, just like Robocop himself. This is a cart you'll go back to time and time again; 'cos it'll take ages to finish.

**PAUL RAND**



▲ *It's not the future of law enforcement! It's horrid old Cain!*



### STAY OUT OF TROUBLE

The original Robocop game on the Game Boy was more or less a straight conversion of the Data East coin-op, but with some sections taken from the computer game (which, incidentally, holds the title of Game Longest In The Gallup Charts!) - namely, the identikit stage where Robocop must piece together the face of a criminal. The game is an excellent multi-level blast, although it's reckoned by some to be too difficult, to point of frustration. Oh well, you can't please 'em all.



▲ *Strap on that jet-pack!*

### PROTECT THE INNOCENT

A Robocop game wouldn't be the same without a goodly amount of ED-209's to beat up. These massive metal meanies crop up on stages two, six and thirteen, and Robocop must use a different form of attack for each one. The first can be hit anywhere, but the second needs to be hit in the legs and third in the head - and all the time, old ED's firing his massive guns at you!



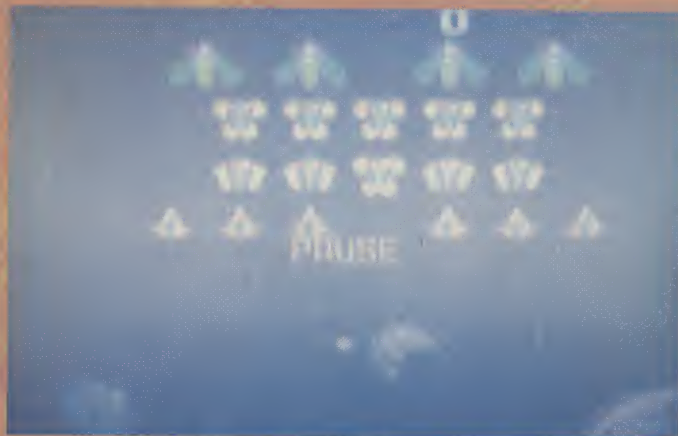


# GALAGA '91

OK, listen up. Earth's in big trouble yet again and there's just one thing standing between the planet and doom: you. That's right, those alien scumbags are at it again and your fellow humans have called upon you to defend them from these outrageous extra-terrestrials.

So slap on your blasting booties and prepare for some serious deep-space laser blast fun and frolics with some of the most loathsome aliens this side of Gary Harrod. How long will you survive?

**GAMEGEAR - £24.00**



## EAT LASER, BABY!

Each alien swarm has tactics all of its own. Some swarmlets will attack singly, fluttering onto the screen and blowing up nicely as you pick them off. Others will swarm on-screen in a great horde, and you'd better make sure you blow away at least half before they turn round and sweep down on your lone little ship!

Watch out for the single little terrors who fly off the bottom of the screen, only to loop round and fly right up your jacksie for Doom Central! Oh dear, oh dear...



THANKS...to Console Concepts (0782 712759) for the review cartridge.



▲ What's all this then? It's the Galaga bonus screen - Big Points Central!



▲ Crikey! Look at that lot!



## DIE, ALIEN SCUM!

You'll need to keep your trigger finger at the ready in Galaga '91, because we are talking serious swarms of alien scum to dust before they send you packing to that great blaster in the sky. They'll be coming from all angles, so make sure you keep your eyes open!



Galaga '91 was a fine blast in the arcades, a sort of grown-up Galaxians - and this Game Gear conversion manages to retain the playability of the original. If you're looking for a decent blaster, this one's as good as any.

**TIM BOONE**



There track Driving race conv same sound than a a set race foot a

THE I The ultir Phantom quality in way you were. If a mistake mistake cheating





# Hard Drivin'

There you are with a Ferrari Testarossa, a stunt track and a B.A.D. attitude. The object of Hard Drivin' is one thing...speed. Tear around a tortuous race track and avoid disaster. This Atari conversion of their own coin-op has exactly the same track layout as its arcade parent - all the sounds and all the music. It's more of a simulation than a racing game and the object is to qualify in a set time and then if you're good enough, to race the mysterious Phantom Photon! So put your foot down and get drivin'!

**LYNX - £29.00**



## THE PHANTOM PHOTON

The ultimate challenge on Hard Drivin' is the race against the Phantom Photon. This takes place on the stunt track if you qualify in enough time. The Phantom drives exactly the same way you did on your last lap, so he's only as fast as you were. If you're confident enough, you can deliberately make a mistake on the first lap and the Photon will make that same mistake when you come to race him! Some people call it cheating, but we reckon it shows a lot of sense!



## CLUTCHING AT STRAWS

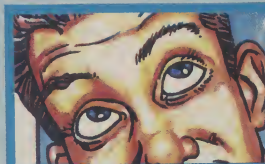
The most novel feature of Hard Drivin' is the use of clutch, which disengages the engine while you change gear. If you can drive already, this is great and really easy to get to grips with. If you can't drive already, you'll get deeply confused and your head will fall off - or something like that.

## THANKS...

...to Console Concepts (0782 712759) for the loan of the review cartridge.

## LOOPS AND DIPS

There are two different tracks on Hard Drivin'. One's a speed track, all bends and straights, while the other is an incredibly difficult stunt track. The speed track is easy - just zoom round and try not to spin out on bends. The stunt track however, is outrageous. There are jumps, dips, sharp bends and a spectacular loop. This one should be taken carefully, or disaster will quickly follow!



The main drawback of Hard Drivin' is just the same as the main feature of the arcade - the control method. Without a steering wheel and a gear stick, Hard Drivin on the Lynx is just a sad parody of the original. Forget it.

**FRANK O'CONNOR**



▲ Jump this bridge and you'll be the hero of the hour. Fail to get across and you'll be a sad man.



# PREVIEW



ティーンエイジ ミュータント ニンジャ タートルズ

TEENAGE MUTANT NINJA

## TURTLES 2

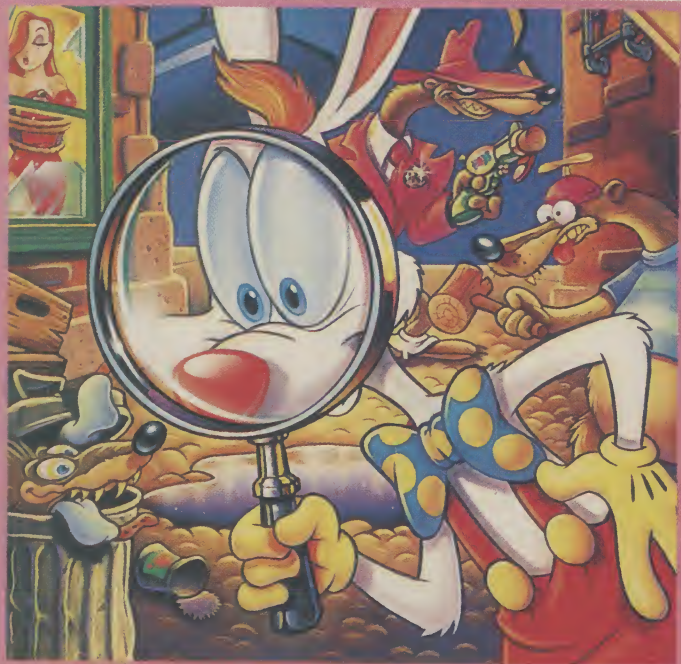
ザマンハッタンプロジェクト

Cowabunga, dudes! The Turtles are back on the Game Boy! Michelangelo, Donatello, Leonardo and Raphael are in search of intrepid TV news reporter April O' Neill, who has been captured by Shredder and his dreaded Foot Clan. Not only is April a famous telly celeb, she's also a good friend of the heroes-in-a-half-shell, whose job it is to comb the city to find her whereabouts.

What this basically means is six levels of beat 'em up jollies, with the player controlling all four Turtles - each with their own special weapons. Energy can be topped up throughout the game by picking up pizzas and, after each level has been completed, a bonus sub-game can be attempted to bump up your points and turtle-power!

We've seen an almost complete version of the game and to say we were impressed would be an understatement. Graphics are fab and music is simply top-notch. We'll be giving Teenage Mutant Ninja Turtles 2 a complete GO! Review next issue - don't miss it.

**GAMEBOY - £TBA**



## WHO FRAMED ROGER RABBIT

All is not well in Toontown. Judge Doom wants control of the Toon's home and will stop at nothing to get it - kidnap and murder being his two secret weapons. With his henchmen, the Weasels, Doom seems to have no-one standing in his way. Except a lone rabbit, that is; his name? Roger.

A slightly unconvincing plot, perhaps, but that didn't stop the movie making an absolute stack of cash at the cinema. The Game Boy version, converted by Capcom, is a wacky collect 'em up featuring the cowardly bunny himself in a six stage search for his wife, the lovely Jessica, who has been taken prisoner by the



## VIKING

Bet you Hagar. Viking the luck and def family. his hat. What th for ou recogni boys ar over the which c weapon The orig to that a few mor Viking C gives it

## LEMMING

Hurrah! here at la little Lynz under a Lemming hundred destructi Lemming right trea the full-s review p



wascally must find Doom ta or else it Toons. From wh Framed going to buffs, be rooms a mapper's as there pathway lost dow of the fin we take future G





## VIKING CHILD - LYNX

Bet you all thought Vikings had names such as Krudd and Hagar. Not so, according to Atari, whose forthcoming release Viking Child stars a young hero called - get this - Brian! He's the lucky Norseman chosen by the Gods to enter Valhalla and defeat the evil deity Loki, who has captured Brian's family. All run of the mill stuff for a young lad with horns on his hat.

What this all boils down to is multi-level platform adventures for our Bri, in a game which owners of 16-bit computers may recognise as a conversion of the game Prophecy. Loki's boys are out to stop our hero, who can bash those baddies over the head with his sword and pinch their money; money which can be then used at the traders' shops to buy extra weapons, equipment and energy.

The original game was quite a fun title, similar in some ways to that age-old classic, Wonderboy. The Lynx could do with a few more decent games of that genre - find out whether Viking Child fits the bill when the world's most brilliant mag gives it the full **GO!** Review treatment.

## LEMMINGS

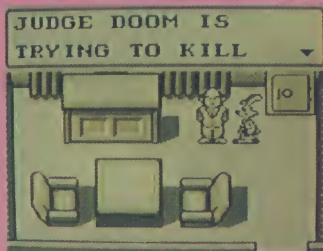
Hurrah! They're small, stupid and very, very silly and they're here at last! It's the Lemmings, of course, marching onto a little Lynx near your pretty darned soon! If you've been hiding under a rock for the last two years you won't know that Lemmings is one of the greatest games ever, featuring a hundred of the little critters all hell-bent on their own destruction! As you can see from these screenshots, Lemmings is looking very nice indeed and should prove a right treat for Lynx lovers everywhere - with all the features of the full-size version included! Stay tuned to **GO!** for the full review pretty flippin' soon!



**LYNX - £29.00**

wascally Weasels. Roger must find her before Judge Doom takes over the town, or else it's curtains for the Toons.

From what we've seen, Who Framed Roger Rabbit isn't going to be a game for action buffs, because most of the rooms are empty. Definitely a mapper's paradise though, as there are loads of pathways and alleys to get lost down. See what we think of the finished game when we take a butchers at it in a future **GO!** Review.



**GAMEBOY - £TBA**

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